

## Board game set

Portable cardboard game board for playing Chinese Checkers, chess, and checkers. Colonel James C. Hughes received the game in a Red Cross box while being held as a Prisoner of War (POW) by the Japanese during World War II. Born in Topeka, Kansas, in 1888, Hughes served in the Mexican Border Conflict, World War I, and World War II. In 1942, he was captured by the Japanese on the Bataan peninsula and spent the next 41 months in various Japanese POW camps. He was liberated by Russian forces at Camp Hoten, Manchuria, in 1945. Hughes died in 1964 and is buried in Arlington National Cemetery.

Date: between 1942 and 1945

Callnumber: 1971.73.186

KSHS Identifier: Museum ID: 313247

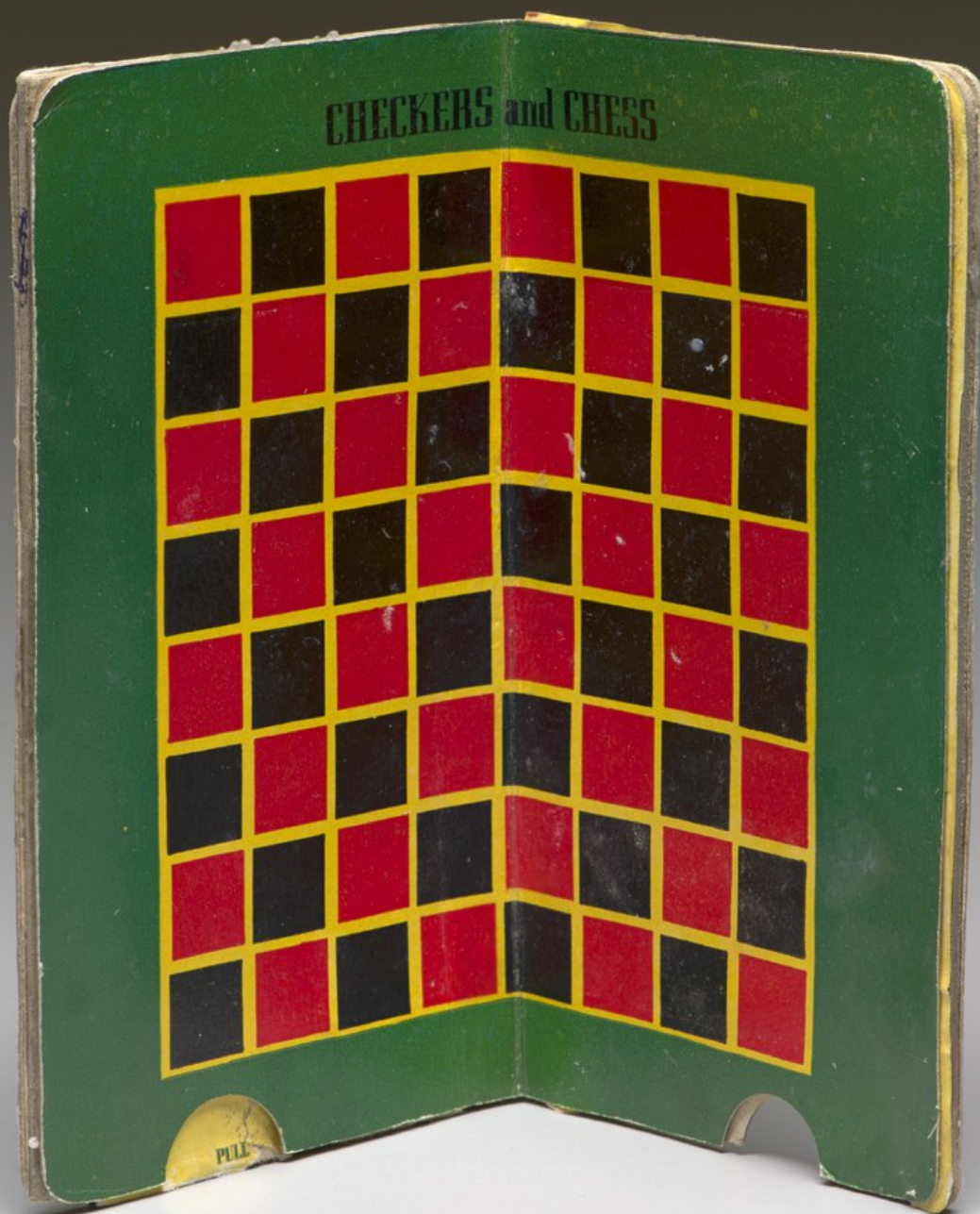
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KANSAS  
HISTORICAL  
SOCIETY

## Board game set





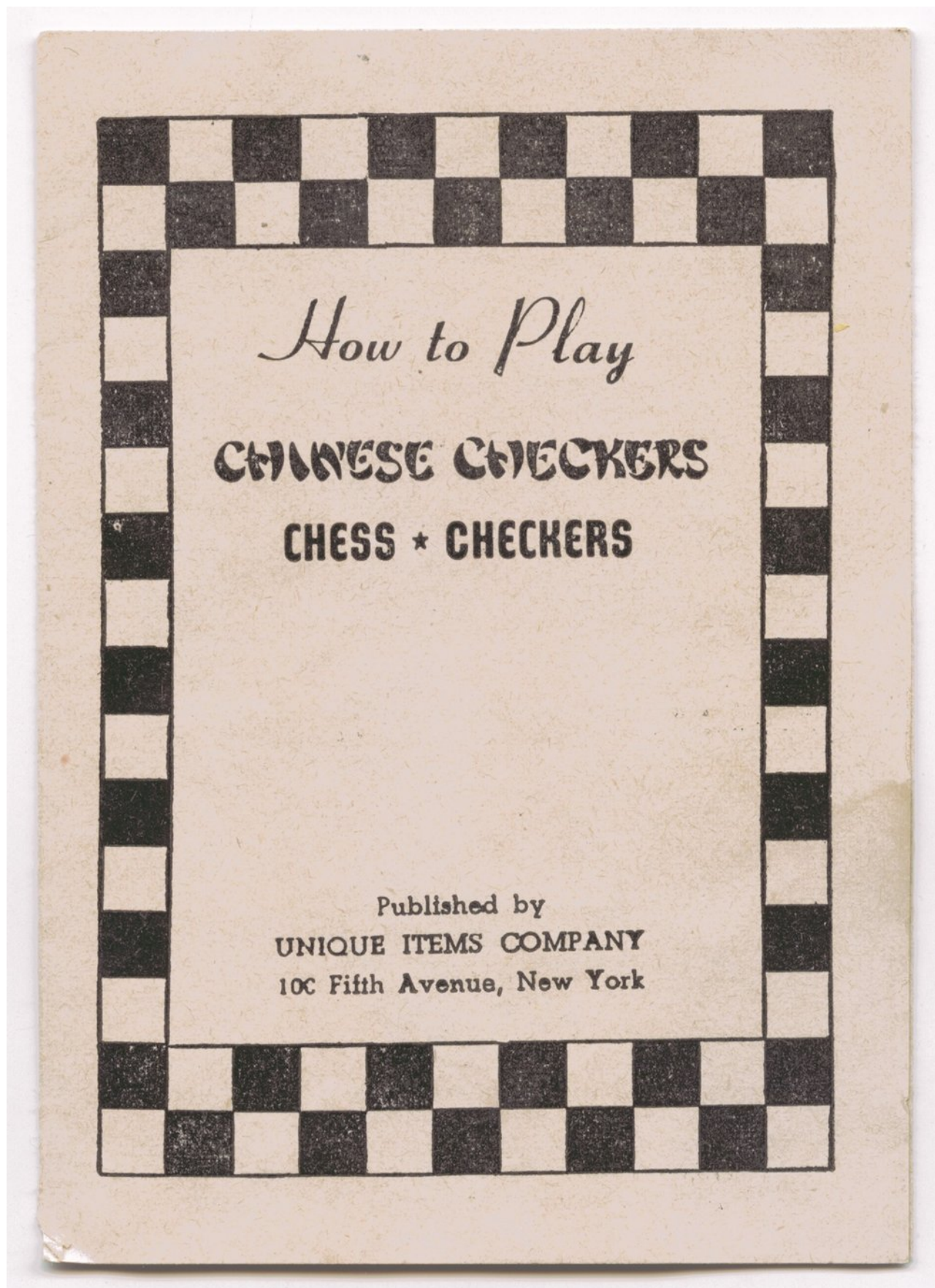












# Kansas Memory

## Board game set



KANSAS  
HISTORICAL  
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### DIRECTIONS

This novel, pocket gameboard is a real, durable playing board—not a toy! Follow the simple directions given here:—Inside the gameboard is a removable tray which pulls out like a drawer. The tray contains 56 playing pieces for Chinese Checkers on one side. To play Checkers or Chess you simply turn them over and use the other side.

This Booklet contains much valuable information on leading openings and plays. It is free with each gameboard. Keep a supply of boards at home and office for blackouts. A wonderful gift to send to boys and girls in the Service. Ideal for commuters, picnics, lodgings, parties, etc. Fits easily into pocket, purse or knapsack.

1 Pull out tray and remove discs by pushing them out with finger.

2 Replace empty tray inside the gameboard and mount discs on playing board.

3 After game, pull out empty tray, place it on flat surface, snap discs into cups.

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### How to Play CHESS

CHESS is played by two or more persons on a checkerboard divided into 64 squares, alternating red and black, with 16 men or pieces on each side, arranged at the beginning as shown in the illustration. The term piece designates each of the eight men in the first row, namely, a King, a Queen, two Bishops, two Knights, and two Castles or Rooks, of which the King, Queen, and Castle are known as major pieces and the Bishop and Knight as minor pieces. The second row contains eight Pawns. The opposing pieces are distinguished by their color, those on one side being yellow and those on the other side green. The rows of squares running perpendicularly are termed files. The squares are numbered from the players along the files, those in each file taking the name of the major piece occupying the first square; thus, the square on which the King stands is called the King's square, the next in front King's 2, the next King's 3, etc. As the board is numbered from one side for one player and from the other side for the other, it will be noted that green King's 5 will be yellow King's 4, etc. The values of the pieces are graded according to their mobility, which is the measure of their power for attack or defense, the Queen being the most powerful, the Rook next, etc. The aim of each player is to checkmate the opponent's King.

At the beginning of a game each major piece has a Pawn on the square immediately in front of it, as shown by the abbreviations in the illustration, such Pawn being known by the name of that piece before which it is set, as Queen's Rook's Pawn. The major pieces themselves, when in play, are known from the side of the board on which they originally stood, as King's Rook, Queen's Bishop, etc.

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### How to Play CHESS

To commence a game the pieces must be moved alternately, yellow always moving first save when the odds of a pawn are given. Certain initiative moves and replies have been analyzed and classified. The following are the best-known Chess openings, the moves being given in each case:—

I. King's Knight's Opening, the most important of those springing from 1. P-K4, P-K4 2. Kt-KB3. (1) Petroff's Counter Attack or Defense. 1. P-K4, P-K4 2. Kt-KB3, Kt-KB3. (2) Philidor's Defense. 1. P-K4, P-K4 2. Kt-KB3, P-Q3. (3) Three Knights' Game. 1. P-K4, P-K4 2. Kt-KB3, Kt-KB3 3. Kt-QB3, P-K4. (4) Sturton's Opening. 1. P-K4, P-K4 2. Kt-KB3, Kt-QB3 3. P-K3. (5) Scotch Gambit. 1. P-K4, P-K4 2. Kt-KB3, Kt-QB3, P-Q4. (6) Two Knight's Defense. 1. P-K4, P-K4 2. Kt-KB3, Kt-QB3 3. B-B4, Kt-K5. (7) Giuoco Piano. 1. P-K4, P-K4 2. Kt-KB3, Kt-QB3 3. B-B4, B-B4. (8) Max Lange's Attack. A Giuoco Piano followed by 4. Castles, Kt-B3 5. P-Q4. (9) Evans Gambit. Giuoco Piano followed by 4. P-QK4, B-KP. (10) Evans Gambit Declined. Same as (9) save that the second player declines to capture the proffered pawn on his 4th move, moving instead either B-KB3 or P-Q4. (11) Ruy Lopez Knight's Game. 1. P-K4, P-K4 2. Kt-KB3, Kt-QB3 3. B-K5. (12) Four Knight's Game. 1. P-K4, P-K4 2. Kt-KB3, Kt-QB3 3. Kt-B3, Kt-B3 4. B-K5, B-K5 5. Castles, Castles.

II. King's Bishop's Opening, similar in general to the King's Knight's opening, save that the King's Bishop is developed instead of the Knight, leaving yellow free to move the King's Bishop's pawn before moving the Knight. The moves are 1. P-K4, P-K4 2. B-B4. (1) Berlin or Prussian Defense. 1. P-K4, P-K4 2. B-B4, Kt-KB3 3. Kt-KB3, Kt-P4. (2) Boden-Kieseritzky Gambit. 1. P-K4, P-K4 2. B-B4, Kt-KB3 3. Kt-KB3, Kt-P4. (3) King's Gambit, designed for the rapid development of the pieces on the King's side of the board; usually commencing 1. P-K4, P-K4 2. P-KB4. (1) Salvio Gambit. 1. P-K4, P-K4 2. P-KB4, P-P 3. Kt-KB3, P-KK4 4. B-B4, P-K5. (2) Musio Gambit. Same as (1) until move 3, when yellow moves either Kt-QB3, B-KP, P-Q4, or Castles. (3) Cunningham Gambit. 1. P-K4, P-K4 2. P-KB4, P-P 3. Kt-KB3, B-K2 4. B-B4, B-K5. (4) King's Bishop's Gambit. Same as (3) with 3. B-Q4.

III. King's Gambit Declined, a method of avoiding the dangers of a King's Gambit adopted by the second player on his second move, which may be either P-Q4, P-Q3, Kt-KB3, or B-Q4.

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### How to Play CHESS

The following system of notation is used for the purpose of recording games as played between experts and also for the setting forth and solution of chess problems.

B = Bishop, K = King, Kt = Knight, R = Rook (castle), Q = Queen, P = Pawn, a, p = on passant, c = check, x = takes, O-O = castles on the King's side, O-O = castles on the Queen's side, sq = square, - = to, as, P-K4 = pawn to King's 4, S = knight in some systems, being taken from the German springer.

MOVES OF THE CHESS PIECES  
The radiating lines indicate the moves possible for each piece when the board is clear.

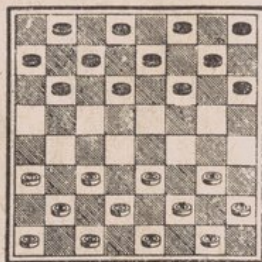
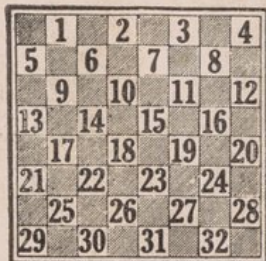
III. Miscellaneous Gambits, or Queen's Side Developments, having for their object the development of the Queen's knight at an early stage of the game. (1) Vienna Opening. 1. P-K4, P-K4 2. Kt-QB3. (2) Hamppe-Allygier Gambit. 1. P-K4, P-K4 2. Kt-QB3, Kt-QB3 3. P-KB4, P-P 4. P-KB4, P-K5 5. Kt-K5. (3) Steinitz Gambit. 1. P-K4, P-K4 2. Kt-QB3, Kt-QB3 3. P-KB4, P-P 4. P-Q4, Q-N5ch. 5. K-K2, P-Q4. (4) Center Gambit. 1. P-K4, P-K4 2. P-Q4. (5) Danish Gambit. 1. P-K4, P-K4 2. P-Q4, P-P 3. P-QB3, P-P 4. B-QB4. (6) Center Counter Gambit. 1. P-K4, P-Q4 2. P-P, Q-P or Kt-KB3. (7) Queen's Gambit. 1. P-Q4, P-Q4 2. P-QB4, P-P. (8) Rice Gambit. 1. P-K4, P-K4 2. P-KB4, P-P 3. Kt-KB3, P-KK4 4. P-KR4, P-K5 5. Kt-K5, Kt-KB3 6. B-B4, P-Q4 7. P-P, B-Q3 8. Castles, B-K1 9. R-K5ch, Q-K2 10. B-K3.

The principal openings occurring in the close game are: (1) French Defense. 1. P-K4, P-K4 2. P-QB4. (2) Sicilian Defense. 1. P-K4, P-Q4 2. P-QB4, which pawn the second player declines to take. (3) English Opening. 1. P-QB4, to which the second player replies by P-K4, P-KK3, P-K3, or P-KB4. (4) Van't Kruijs or Fianchetto Openings. 1. P-K3, or P-QK3, or P-KK3.

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### How to Play CHECKERS



CHECKERS is played with 24 pieces, 12 on each side. The object is to capture all his opponent's pieces by moving over or jumping into an opponent's vacant square, or to block them so that opponent's men can not be moved.

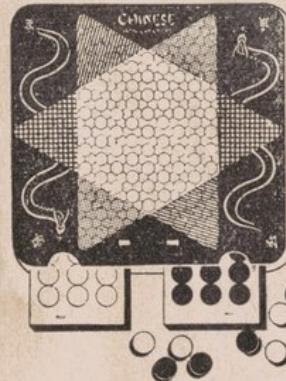
A player must take an opposing piece when in a position to do so. When a piece reaches the last row of the opponent's side of the board, it becomes a King, and can be moved either forward or backward.

The position of the board and pieces at the commencement of the game is shown in the above illustration. The plays are made only on the black squares numbered from 1 to 32 as indicated, the numbers always commencing at the side of the board occupied by the green men. The moves are indicated as follows: 14-18, a move from square 14 to square 18; 9-18, a jump from square 9 to square 18, involving the capture of an opposing piece; 16-30, a double jump, with the capture of two opposing pieces, etc.

The following are the best-known checker openings, the moves of the two players being given alternately in each case. (1) *Alma*. 11-15, 23-19, 8-11, 22-17, 3-8. (2) *Ayrshire Lassie*. 11-15, 24-20, 8-11, 28-24. (3) *Bristol*. 11-15, 24-20, 16-19. (4) *Cross*. 11-15, 23-18. (5) *Defiance*. 11-15, 23-19, 9-14, 27-23. (6) *Dyke*. 11-15, 22-17, 15-19. (7) *Fife*. 11-15, 23-19, 9-14, 22-17, 5-9. (8) *Glasgow*. 11-15, 23-19, 8-11, 22-17, 11-16. (9) *Kelso-Cross*. 10-15, 23-18. (10) *Laird and Lady*. 11-15, 23-19, 8-11, 22-17, 9-13. (11) *Maid of the Mill*. 11-15, 22-17, 8-11, 17-13, 15-18. (12) *Old Fourteenth*. 11-15, 23-19, 8-11, 22-17, 4-8. (13) *Second Double Corner*. 11-15, 24-19. (14) *Single Corner*. 11-15, 22-18. (15) *Souter*. 11-15, 23-19, 9-14, 22-17, 6-9. (16) *Switcher*. 11-15, 21-17. (17) *Whilter*. 11-15, 23-19, 9-14, 22-17, 7-11. (18) *Will o' the Wisp*. 11-15, 23-19, 9-13.

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### How to Play CHINESE DISK CHECKERS



Chinese Disk Checkers is a streamlined version of the noted Chinese Checker game as played with marbles. The use of flat playing disks instead of marbles has made possible this unique folding pocket size board, so that you may now enjoy this grand game everywhere—on trains, at picnics, parties, boatrides,

**THE GAME** — This game may be played by from 2 to 6 Players. Each Player takes 10 disks of one color and covers the 10 circles on the triangle of his point of the star. If 2 play, each takes opposite star points—3 every other

star point, etc. The game is started by anyone and the play continues to the left of starter.

**OBJECT OF GAME** — Each Player aims to move all of his disks across the board to occupy the star point of the same color directly opposite. The first Player doing so wins the game.

**THE PLAY**—Each Player, in turn, moves 1 disk only—either 1 circle in any direction, or 1 or more jumps over other disks (either his own or opponent's) but the moves must be made along the straight lines which connect the circles on the board. A Player can move only one space or circle at a time, but he may jump any number of his own or his opponent's disks, zig-zagging in any direction, so long as EACH JUMP is in a straight line over single disks. Two or more disks in a row always form a block. Disks that are jumped remain on the board and are not to be removed.

**IMPORTANT** — While it is permissible to move into an opponent's star point, it is against the rules to remain there to prevent another Player from moving in to finish the game. When playing partners, the person finishing first may assist his partner to help win the game.

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